

ABSTRACT

A method and system for compacting data and assignment to pins. A first sample of state data is received from a reconfigurable emulation resource. A set of the first sample of state data is stored into a first/current buffer. A second sample of state data is received. A determination is made as to whether the residual storage space of the first/current buffer is full and whether a set of the second sample needs to be portioned into two portions. The set of the second sample is stored in the first/current buffer to the extent it can be accommodated by the residual storage space of the first/current buffer. Any remaining portion of the set of the second sample is stored in a second/back-up buffer. Trace chains are assigned to trace pins based upon a schedule relating to the buffer fill rates.